THE AMAZING VIRTUAL Sea-Monkeys®

SEA-MONKEYS® PARENTHOOD INSTRUCTION MANUAL

JUST PLAY™

Creature Labs™

THE AMAZING VIRTUAL Sea-Monkeys®

YOUR SEA-MONKEY MANUAL

Hello and welcome to the manual for the Amazing Virtual Sea-Monkeys!

This manual is intended to break you in gently. If you read it through from cover to cover it will lead you through the installation of the game, getting started, familiarising yourself with the interface, everything you need to know (and more besides) about Sea-Monkeys and how to add colourful fish and machines to your tanks.

If you want to dive straight into the game, then you might find the 'Quick-start Guide' to be helpful. In one fell swoop, it summarises the steps you need to take to set up your first tank and fill it with interesting objects and mad Sea-Monkeys.

Whichever way you start to play, we hope you enjoy it!

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QUICK START SUMMARY

This summary takes you through the process of installing Sea-Monkeys onto your computer, starting a game, hatching some Sea-Monkeys and adding objects. It is intended for those people that like to dive straight into a game before reading the manual and is greatly simplified. For further details and advice, refer to the Sections listed.

1. INSTALL THE GAME (SECTION 1.2)

- Put the CD in the CD drive of your computer and follow the instructions as they appear on-screen during the installation process. You can also access the introductory Sea-Monkey movie from here.
- You will be prompted about Direct X during the installation. Sea-Monkeys uses Direct X8 but will ask you if you would like to update your installation of Direct X before copying the files onto your PC.
- You need to restart your machine after installation.

2. OPEN SEA-MONKEYS (SECTION 2.1)

- You will need to have the CD in your machine to play. Open the game either by clicking on the Desktop icon, using the Start menu or simply wait for the game to autostart. Using the CD will take you to the Welcome screen from where you can access the movie again. Click 'Play' to start the game (the other two start options bypass the Welcome screen).
- A second screen will appear (The Tank Control Centre) that offers you the options of playing with previously saved games, naming and opening new tanks, deleting old tanks, setting game options or quitting.

3. NAME A TANK (SECTION 2.3.1)

- On this screen you can name your first tank. Click on one of the floating bubbles with an empty tank icon inside it. A screen will open up and you will be able to name a tank (upto 10 characters, no spaces or numbers allowed) by typing in the textbox.

- When you have finished, press 'Enter' on your keyboard or click on the green tick and the screen will close, turning into a bubble containing a Sea-Monkey head that floats up to join the rest.

4. OPEN YOUR TANK (SECTION 2.3.2)

- Move your mouse until the tank you want to open has a golden outline (note – it must be a tank you have previously named!).
- Click on that tank icon and it will open

5. HATCH SOME SEA-MONKEYS (SECTION 4.1)

- Open the 'Sea-Monkey stuff' shopping menu – go to the top left corner of the screen to the main interface; the Sea-Monkey object menu is the icon with the heart on it.
- Left-click on the highlighted icon. A Packet of Instant Life will appear in your 'Hand'.
- Right-click inside the tank and the packet will pour out three Sea-Monkey eggs.
- Sit back and watch the birth of your first little Sea-Monkeys! This is a very good time to read the rest of the manual.

6. ADD SOME OBJECTS (SECTION 5.6)

- Click on the 'Machinery' or 'Living things' shopping menu icons in the main interface. The Machinery menu appears when you click on the 'cogs' icon and the Living things menu is represented by the little blue fish.
- Check your credit rating!
- If you have no funds yet, sit back and wait a while as your Sea-Monkeys swim round the tank and collect pearls for you. Try using the snails to encourage your little friends to visit each clam.
- To buy an object, simply left-click on the icon for it. The object will appear in your 'Hand'.
- Move your 'Hand' until the object is positioned above the spot you want the object to occupy. Right-click and the object will drop out of the 'Hand' and into the tank.

- If you click on the Object Help icon, you will be able to see descriptions of each of the objects that will give you some idea of their function, advantages and so on.
- If you hold your 'Hand' over each of the object icons for a few seconds, a ToolTip will appear that tells you the name of the object and the cost of it in credits.

7. CHECK UP ON THINGS (SECTION 4.8.1)

There are two ways to check up on conditions in the tank and the health of your Sea-Monkey population.

- The AquaLeash will tell you of the health of an individual Sea-Monkey
- The AquaLeash can be accessed by opening the 'Hand' menu and clicking on the AquaLeash icon
- Place the AquaLeash over a Sea-Monkey that you would like to check up on and left-click with your mouse. The Sea-Monkey will be transferred into the AquaLeash
- Use the AquaLeash to check up on the level of oxygen and waste in the bloodstream of your Sea-Monkey and its general well being and health. The AquaLeash can also be used to spot disease and cure it. You may also name your Sea-Monkeys individually while they are in the AquaLeash and check to see how old they are
- To return a Sea-Monkey to the tank, simply click on the exit button in the AquaLeash, and it will be released. The 'Hand' returns to normal functioning
- The Population Statistics Machine (PSM) displays information about both the tank conditions and the Sea-Monkey population in general. It can be bought through the Machinery menu (although it is very expensive!).
- Tank conditions displayed include a graphical representation of the concentrations of oxygen, waste, temperature and light in the tank, and also an indication of population density
- Population statistics displayed include the percentage of the population that is male and female, age ranges, numbers of 'homeless' Sea-Monkeys (those that need a house before they can begin to breed) and a summary of the health and happiness of the population

8. DEALING WITH TROUBLE (SECTION 4.5 AND APPENDIX III)

- If your Sea-Monkeys suddenly swell up and change colour, they will be suffering from a disease! Use the AquaLeash to cure them
- If your Sea-Monkeys seem to be shivering or gasping for breath, they may be cold or lacking in oxygen or the tank may be increasingly polluted. Try using the AquaLeash to determine what the problem is, and then add an object to resolve it
- If you have no credit and want to buy an object, check to make sure you still have living Sea-Monkeys in the tank. Without Sea-Monkeys, you will not be able to collect pearls! If you do have Sea-Monkeys, but are still low in credit, you could hatch a few more to increase your chances of them collecting pearls for you, or try returning an object to the 'shop' for a refund. Don't forget to use the Glowing Snails to attract Sea-Monkeys to the clams to speed up the collection of pearls!

1. INSTALLATION

1.1 MACHINE SPECIFICATIONS

Before you get started on installing your Sea-Monkeys, you'll need to check that your computer is capable of running the game. The lowest specification of PC that Sea-Monkeys will run on is:

- Windows 95, 98, & ME
- Pentium II 233
- 4x CD ROM
- 16-bit sound card
- 32MB RAM
- 180MB of free hard drive space
- 16MB 16-bit colour SVGA display adaptor (800x600 resolution minimum)

However, on this minimum machine Sea-Monkeys might run a bit slowly, so the minimum recommended PC specification is:

- Windows 95, 98, & ME
- Pentium III 450
- 8x CD ROM
- 16-bit sound card
- 32MB RAM
- 180MB of free hard drive space
- 32MB 16-bit colour SVGA display adaptor (800x600 resolution minimum)

NOTE
Sea-Monkeys also supports Windows XP but requires a minimum of 128MB RAM.

NOTE

Any machine that you play Sea-Monkeys on will need to have Direct X drivers installed for the sound and video cards before the game will run properly. These will be copied onto your computer from the CD during the installation process. If you have old Direct X drivers, they will be updated during installation, but you should also check to see if your video and sound drivers are the most recent ones available from the manufacturer.

TIP

It might be an idea to make a note of some of the details for your computer, such as what graphics and sound cards are installed, how much RAM you have and what operating system you are running. If you have a problem with Sea-Monkeys and need to talk to Customer Support, they will need to ask you for these (and other) details before they can help you.

1.2 INSTALLATION PROCESS

The installation process is very simple. To begin it, put your Sea-Monkey CD into the CD drive and wait for a few seconds. The installation process should start automatically, and a welcome screen will pop onto the screen to talk you through the process.

If your installation does not start automatically, then you will need to go to the 'Start menu' and run the CD from there. The installation process is identical once you get started, so don't worry – you haven't missed anything! In both cases, follow the instructions on-screen as you would normally.

The movie is also accessible from this screen, so don't forget to watch that either before you install the game or afterwards – you won't want to miss it!

Once you have completed the installation and restarted your machine, you are ready to hatch your first Sea-Monkeys and play with them. Welcome to the World of the Amazing Virtual Sea-Monkeys!

TIP

If you run Sea-Monkeys from the Start menu, you will notice that there are other options listed there as well. These other options include:

- The uninstall option. This option will remove all of the Sea-Monkey files from your computer and delete any games (tanks) you have saved.
- Sea-Monkeys Web Site - find out more about the history of Sea-Monkeys from the official Sea-Monkeys web site and more besides.

2. GETTING STARTED

So now we are ready to dive into the game itself. The aims in general are the same as those for the real Sea-Monkeys – to hatch a crowd of Sea-Monkeys and to carefully nurture them, love them, look after them and their descendants, feeding them, checking the water quality and making sure things are alright for your little pets. These aspects of care and responsibility have been carried over into the Amazing Virtual Sea-Monkeys, where again the aim is to raise as many of the little tykes as possible and keep them healthy and happy.

However, just remember that there is more to this game than meets the eye! You will not be able to sit back impassively watching your little friends, but must try and keep their ever-changing environment suitable for them, cure them of diseases they will suffer if you fail to keep the tank healthy, and make sure that their mental health is also catered for – after all, everyone knows that a bored Sea-Monkey is a sad Sea-Monkey!

So without further ado, let's get down to business. This Section of the manual is going to help you start up the game for the first time and deals with the form and functionality of the Tank Control Centre that is your portal into the game. From here you will be able to open new games, delete old ones, go back to previously saved games and set up the game options. Let's get started!

2.1 STARTING THE GAME

There are three ways of starting Sea-Monkeys, so you can choose which of these is easiest for you.

Desktop icon

Click on the desktop icon and the game will start. You will be given the option of putting an icon on your desktop during installation.

CD AutoPlay

If you put the CD into your CD drive, then the game should start up automatically (if you have AutoPlay enabled) and take you through to the welcome screen. From here you can access the Tank Control Centre or play the intro movie again.

TIP
If nothing happens, then your PC may have the CD AutoPlay feature disabled. To check this, try going to the Control Panel, System, Device Manager, CD-ROM

and look at the properties. Under 'Settings' there is a tick box called 'Auto insert notification' – if it is not ticked, then AutoPlay will not work. If you tick it, remember that this will now apply to all CDs.

Start menu

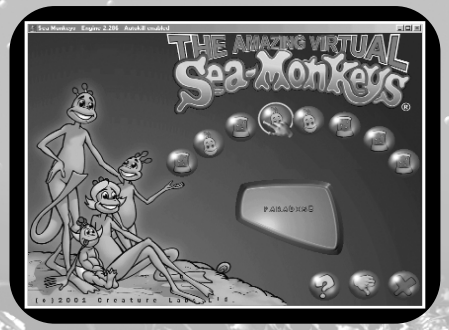
Go to the 'Start menu' button at the bottom left of your screen and click on it. Move your mouse up to 'Programs' Another menu will slide out. Choose 'Sea-Monkeys' from this second menu; click on the 'Sea-Monkeys' icon that slides out and the game will start, taking you through to the Tank Control Centre.

TIP
When the game starts, it will appear in a window on your monitor. If you don't like this and would like to run the game full-screen, then you can change the view by pressing Alt + Enter. Pressing the two keys together again will return you to windowed mode. The game will remember your choice and start the way you like it next time.

2.2 THE TANK CONTROL CENTRE

The first screen you will see on starting the game is called the 'Tank Control Centre'. From here, there are a number of things you can do:

- go to a game you have previously named and saved
- name and start a new game
- delete an old game
- alter the in-game options (volume of sound effects and music)



Let's take a quick look at the icons you will see on this screen, and then we will go on to take a look at these options in detail.

2.3 USING THE TANK CONTROL ICONS

The Tank Control screen has three icons displayed at the bottom of the screen, and eight floating bubbles above an information screen. Using these icons you will be able to select an empty tank to start playing around with, choose to open up a tank you have previously saved, or to delete a tank. You can also access the 'options' menu or exit the game.

Empty tank

All empty tanks are shown like this – if you move your mouse over an empty tank icon, it will become outlined in gold, and the information screen below will read 'Empty tank'. These are all tanks waiting for you to name them, play with them and fill them with Sea-Monkeys and colourful fish.

Named/saved tank

Once you have named a tank, the icon for it changes. Now you will see a bubble floating in the water with a Sea-Monkey head in it, grinning back at you - I think it wants you to play with it! If you put your mouse over the bubble it becomes outlined in gold, and you will be able to see the name of the tank on the information screen.

Delete saved tank

This icon allows you to permanently delete tanks that you no longer want to play with. Maybe the tank became over-run with dangerous fishes or it just didn't turn out the way you wanted. Click on the delete icon and then highlight the tank you would like to remove (the outline around the tank icon should be red rather than the usual gold). You will be asked to confirm before the tank is finally deleted – just to make sure!

Game options

This icon brings up the options screen and will let you adjust the sound levels of the background music and sound effects.

Exit

Clicking on this icon will end your game and take you back to the real world – so you can go and play with your real-life Sea-Monkeys!

2.3.1 NAMING A TANK

The first thing you need to do is create a new tank with a unique name. Click on an 'empty tank' icon and a naming screen will appear. You will be able to give your tank a name that is up to 10 characters long by typing it in using the keyboard (only letters can be used). When you have finished, press 'return' or click on the green tick.

You can have up to eight named tanks saved in the game at one time, and each of them will be unique. You might decide to do different things in each world, or run experiments with one world and play with another. If two or more people use the computer, then each of you can have your own tanks. It's completely up to you!

2.3.2 SELECTING A NAMED TANK

Once your tank is named, it is ready to become home to your Sea-Monkeys! Move your mouse over the floating tank bubbles on the Tank Control screen until your world has a golden outline and the name appears on the orange Information Screen below it, then click on the tank bubble. The named world will open and you are ready to roll!

2.3.3 DELETING A TANK

To delete a tank, click on the 'delete' icon and then on the icon for the tank you wish to remove. You will be asked if you are sure you want to delete the tank before the tank is gone for good.

TIP

If you do have any problems getting started or playing the game, then don't forget to log on to the website and try reading the FAQs (Frequently Asked Questions) first. Other people may have had the same problem as you and so there may already be advice available for that particular issue.

If you do need to talk to our Support Staff, remember to have the details of your computer to hand so they can help you even faster.

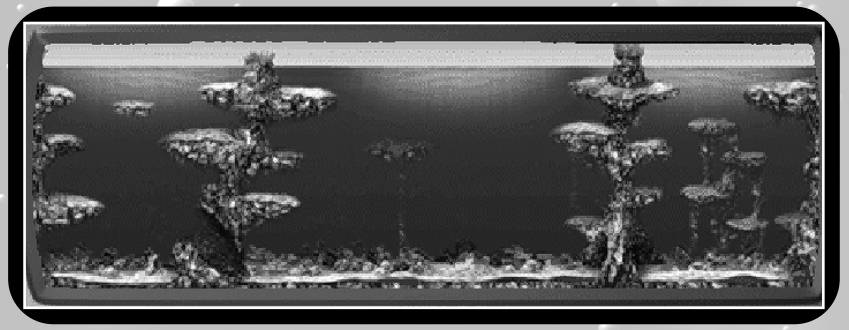
3. WHAT'S IN THE TANK?

Just like real-life Sea-Monkeys, your Virtual Sea-Monkeys need to live in a suitable environment in order to hatch, grow, have babies and enjoy their life.

This section takes you on a tour of an empty tank, pointing out all of the features you will see. We start by looking at the tank itself and some of the fixed 'landscape features' such as the clamshells and the rocky reef! After this you will be introduced to the main interface and the various shopping and 'Hand' menus you can access in preparation for hatching your first Sea-Monkeys.

3.1 THE TANK, THE WHOLE TANK AND NOTHING BUT THE TANK

Each Tank can be thought of as an entire world. They don't just provide a groovy backdrop for your Sea-Monkeys, but also simulate a real environment. Within the tank levels of oxygen, light, temperature and waste compounds will vary from place to place, and this will help the Sea-Monkeys avoid those areas that are potentially harmful to them. The Sea-Monkeys take cues from the Tank environment when they decide what they are going to do next or when they navigate around the tank to find something.



You see the Tank from the side, as if you were looking into a large aquarium. The entire Tank is ten times as big as your computer screen (five screens across, and two screens deep) so you'll have your work cut out trying to keep track of all your little friends!

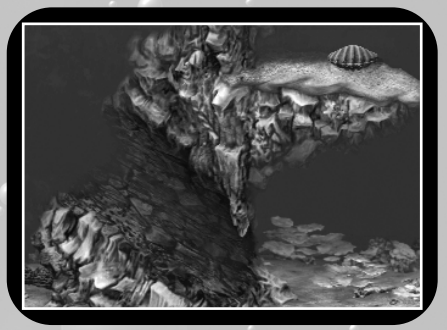
When you open your first tank, you will find that your view is restricted to one tiny portion of the available space. This restriction will be lifted once you have hatched some Sea-Monkeys and they begin to explore the tank on their own. This restriction is to give you time to become familiar with the interface and your little friends before trying to keep an eye on Sea-Monkeys that might be scattered across a large area of tank!

Conditions in the tank start at an optimum to help settle your first Sea-Monkeys into their new home – but conditions soon change and they will have to earn their keep! Your first packet of Instant Life is free but after that you will have to start paying to add more Sea-Monkey eggs to the tank. After all, you should be able to hear the splosh of tiny flippers soon we hope!

3.1.1 REEFS AND LEDGES

The Tank is roughly divided into three areas by large rocky lumps that rise from the seabed to the surface of the water. These are part of a rocky reef that is growing in the tank, and each of the towers has a hidden tunnel for your Sea-Monkeys to discover and use.

The reef doesn't just divide up the tank. You will notice that each of the larger masses of stone form ledges. Many of these already have clamshells on, but they are also available as extra space for you to plant with seaweed or put objects (such as bubble machines or Sea-Monkey houses) on.



3.1.2 ENVIRONMENTAL VALUES

Because they have no escape from the Tank, Sea-Monkeys are very concerned about the state of the water in their tank. They pay a great deal of attention to changes in the tank's environmental values – these are oxygen, light, temperature and waste products - and move around the tank constantly trying to find the perfect place to be.

One of your tasks as a responsible Sea-Monkey owner is to make sure the

environment in the tank stays close to the way your Sea-Monkeys like it. Although they look to be quite tough, don't be fooled – living in a tank that is cold or becoming polluted with waste will make your pets feel stressed and unhappy and leave them more prone to disease. So make sure you check the condition of the water occasionally and use your credits wisely to improve conditions if necessary.

3.1.3 CLAM SHELLS

You might notice a few clamshells scattered around each tank either sitting on ledges or resting on the bottom of the tank, opening and shutting their shells and showing off any pearls they may contain. These are not dangerous to your Sea-Monkeys, and form part of the credit system you will be using to fill your tank with colourful fish, mad machines and waving weeds. The pearls they contain represent credits and will allow you to fill your tank with amazing things – but only your new friends are able to collect them!

3.2 FACE TO FACE WITH THE INTERFACE

In the top left-hand corner of your screen you will see a small Sea-Monkey tank! This is your interface, and it has four menus easily accessible to you at all times – the Hand Mode menu that toggles between the different functions of the Hand and the three 'shopping' menus. Using these, you will be able to add fish, weeds, machines, Sea-Monkeys and a whole host of strange sea creatures to your tanks. We'll go through the separate menus one at a time.

3.2.1 HAND MODE MENU

The Hand is your sole representation in the world of the Sea-Monkeys, and the only way that you can interact with anything in the Tank. There are three different modes, each with a different function, allowing you to play with your Sea-Monkeys, take their temperature, or rearrange the objects in your tank and get rid of those you (or your Sea-Monkeys) don't like.

Normal

This is the default version of the Hand and has the greatest range of abilities, allowing you to interact with objects and use the menus. Left-clicking with your mouse while this Hand is over an object will activate it (or turn it off if it is already working), while right clicking will pick it up if it can be moved (plants, for example, can't be moved once they have started to grow). This allows you to rearrange things in your tank to make sure they are all in the right place. Right-click to release the object and it will drift gently downwards until it reaches a surface to sit on. Unless it is a fish, of course, in which case it will simply swim off to start doing its fishy thing.

Click on the Hand icon and two bubbles will appear, representing two additional Hand modes:

Recycle (delete)

This is the simplest of all Hand modes, and has one function only. If you have an object that you don't like, or you need to return an object to raise enough credit to buy that super-duper new fish or pack of food, then it is easy enough to do this using the recycling Hand. Simply click on the 'Hand Mode' menu, then click on the 'recycle Hand' icon – at this point your Hand should turn into a Hand with a recycling icon behind it – and then click on the offending object. The object will vanish and you will receive a bit of credit back in your account by doing this.

AquaLeash

This mode is used to check up on your Sea-Monkeys, get information about them, name them and cure them of the various diseases they might pick up during their life.

Click on the main 'Hand Mode' menu and then click on the 'AquaLeash' icon. You will see an AquaLeash appear magically in the Hand! Left click while holding the AquaLeash over your chosen Sea-Monkey to suck it up into the bulb of the AquaLeash.

Once they have been captured, you will see a close-up view of your Sea-Monkey inside the bulb, as in the picture below.

Being in the AquaLeash doesn't upset Sea-Monkeys at all – in fact, you may find they enjoy being the star of the show for a while, and will wave at you, dance and generally look happy! Use the icons to check levels of oxygen and waste in their blood and their general health. You can also name them and cure them of any diseases. Once you have finished, simply click on the large red cross at the bottom of the AquaLeash screen and your Sea-Monkey will be released back into the tank and your Hand will return to normal.

3.2.2 THE SHOPPING MENUS

The other three icons on the interface relate to the different types of object that you will be able to add to your tank once you have hatched a few Sea-Monkeys. The different groups are discussed in more depth later (see Section 5) and the actual process of buying these objects is also discussed in the same chapter. Our concern here is to help you understand how the interface works and what the icons represent.

Each of the icons represents a group of objects that can be bought, and clicking on that icon will open up the menu for that group. Each object is represented by a small picture in a bubble and if you hold the Hand over any of these a ToolTip will appear giving you the name of the object and its cost in credits. If you cannot afford an object (if your credit is too low) then the picture for that object will appear grayed out.

Other icons appear on the screen when you are in shopping mode. One gives you details of your currently available credit – you will see this diminishing rapidly once you start buying toys for your Sea-Monkeys! Another – the Help icon – gives you the option to see more details about an object before you buy.

SUMMARY

So by now you should know what a tank is, and how to use the interface and various icons you will find in your new tank. We are getting closer to the point of filling your tank up with exciting objects – and Sea-Monkeys! So, read on if you want to find out how to add Sea-Monkeys to your tank, look after them and keep them happy.

4. MEET THE AMAZING VIRTUAL SEA-MONKEYS!

Do you have real Sea-Monkeys in pride of place at home? Do you remember the advertisements that inspired you to go and spend those carefully hoarded dollars on a tank and some Instant Life? Were you breathless with anticipation as you hatched your first little eggs, hoping that in three days you would have a new King and Queen setting up court in your tank?

Well, instead of wallowing in nostalgia, you can now enter a New Age of Sea-Monkeys! Using ground-breaking technology, the original Sea-Monkeys that posed for those very advertisements have been coaxed back into the limelight and are now ready to settle down to a new life of fun and frolics on your PC!

Not only do these 'New Shrimp on the Block' have a detailed internal metabolism and individual digital DNA genomes, but they also have developed a sense of fun and truly enjoy the company of their land-based friends. Sweet, charming, endearing and always happy to see you – you'll soon realise that your life was empty without them!

4.1 IN THE BEGINNING

The first thing you will probably want to do once you have a fresh, new, sparkling tank is put a few Sea-Monkeys into it. This is very simple to do and a good idea as well – you can't earn any credits to buy objects until you have Sea-Monkeys swimming around your tank!

In order to hatch your first Sea-Monkeys, go to the main interface and click on the 'Sea-Monkey stuff' button. Left-click on the first icon and a packet of Instant Life will appear in your Hand. Left-click again to pour three eggs into the water. You can repeat this process as often as you like while a tank is open– although beware of over-crowding the tank! And don't forget that only your first packet of Instant Life is free – you'll have to pay for extra Sea-Monkeys!

When they hatch, your Sea-Monkeys will be tiny. Just as the real Sea-Monkeys start at a microscopic size, so do the Virtual Sea-Monkeys; although they do grow quite quickly.

NOTE
Each batch of eggs that hatches from the Instant Life packet will contain either two girls and a boy or two boys and a girl, so once they become adults they will have the opportunity to breed naturally.

4.2 GROWING UP

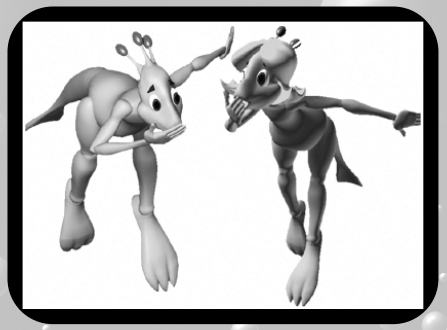
Once your Sea-Monkeys have hatched and started their life, you will be able to sit back and watch them growing up, getting larger and beginning to explore their world.

As they grow older, your Sea-Monkeys will go through the same sort of changes that all animals and people go through as they grow up. Once they are adults and able to have children they will look for a mate and a house in which to raise their family!

In the natural way of things, your Sea-Monkeys will live for between 4 and 7 hours each and then, inevitably, they will die of old age. Although this is often a sad occasion, it is completely natural and hopefully they will have had children before they died, leaving you with a thriving community of little Sea-Monkeys to console you.

4.3 STARTING A FAMILY

Sea-Monkeys don't breed all the time but each one will have several opportunities throughout its life to become a parent. A pair of Sea-Monkeys can produce a maximum of 8 eggs in their lifetime, and this slow rate of breeding prevents them from filling the tank to bursting point with their offspring!



They are also strictly monogamous; the first time that a Sea-Monkey wants to mate, it will find a suitable partner and they will stay together until the breeding season is over. After that they will both go their own ways, but during the next season their eyes will meet across a crowded tank, and they will ignore all other Sea-Monkeys. If one partner dies before the other, then the surviving Sea-Monkey will be sad for a while but might find love again in time.

TIP
In order to be in good condition to breed, your Sea-Monkeys need to be healthy and unstressed; illness and stress decrease their fertility and may mean that a vital chance at breeding is missed altogether! As your first Sea-Monkeys approach adulthood, you might want to check a random sample of them using the AquaLeash (or use the Population Statistics Machine) just to see how the population is doing. If there are any problems, now would be a good time to spend some credits on an object or two to put things in the tank right or cure any cases of disease that you find. A healthy population of Sea-Monkeys will be successful in breeding healthy children; stressed or sick Sea-Monkeys may not even breed.

One last condition that needs to be satisfied before you become an Uncle or Auntie to a tank of tiny Sea-Monkeys is the need that your shy retiring Sea-Monkeys have for privacy. Although they appear to usually quite enjoy putting on a show for any viewers, they become coy and shy when it comes to raising a family. To make things easier, you can buy little houses for them to live in – in fact, they refuse to breed without a house! You will be rewarded by a procession of little Sea-Monkeys following their parents out of the house once they feel up to facing the world again!

You can use the Population machine to see if there are any 'homeless' Sea-Monkeys in your tank (those who want to breed, but need to find a house first) so you will have plenty of warning before you need to start saving for real estate!

Houses are available through the Sea-Monkey shopping menu. Although they are quite expensive, they are essential if you would like to see Sea-Monkeys breeding in your tank. Houses can be placed anywhere in the tank you like, so that you could either make an entire area of the tank into a housing estate or scatter them around to give a choice of locations to Sea-Monkeys looking to settle down. Each house will hold up to 6 adult Sea-Monkeys and if a house is in use by many Sea-Monkeys it will also grow slightly to accommodate them.

Sea-Monkeys will also live in the Castle quite happily. It will hold up to 20 individuals, and for every five Sea-Monkeys that occupy it, a flag appears on one of the turrets to give you an idea of how full it is.

If a house is placed in an area that the adults consider bad for the children (maybe it is too dark, cold and polluted) then they will ignore that house until another one is provided. Houses that have been left empty will eventually decay. Next time you buy one, try not to put it in the same place – or try altering the conditions in that area!

NOTE
The Amazing Virtual Sea-Monkeys may not be like any other game you have played. It uses biological principals to make a virtual environment in which your

Sea-Monkeys will 'live', grow, feed, breed and die – in fact they have many of the attributes of living creatures and go through a full simulated lifecycle.

Because of this, there may be some issues that arise during play that very young children might need or want to have explained, such as 'where do children come from?' and 'where do dead Sea-Monkeys go to when they die?'. We cannot hope to answer these questions for you, so we suggest you be prepared!

4.4 LOOKING AFTER YOUR SEA-MONKEY

Just as with any other pet – virtual or not – you have to give your Sea-Monkeys a minimum of care in order for them to prosper and survive. They will need to eat occasionally and they have requirements for other things such as oxygen and warmth. They may get ill by catching a disease, and high concentrations of waste polluting the water may cause them unnecessary stress. But do not despair! It is relatively easy to make sure that your Sea-Monkeys have a full and healthy life providing that you keep an eye on them and use your credits wisely to buy objects to make the tank more pleasant.

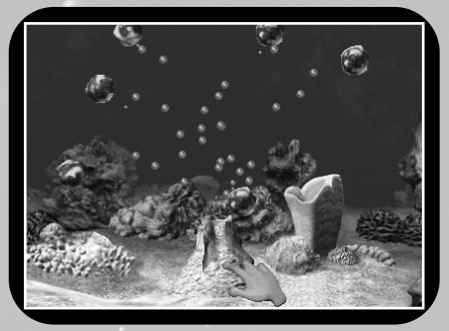
Obviously, Sea-Monkeys need to eat and special food is available for them through the Sea-Monkey stuff shopping menu. Just add this to the water and your hungry Sea-Monkeys will soon gobble it up. A bit of experimentation may be required to see how often to feed your Sea-Monkeys; they need a lot of energy and will quickly become lethargic and ill if left too long without food! Don't forget that Plasma 3 also helps to satisfy the hungriest of Sea-Monkeys as well as keeping their immune system healthy.

In addition to food, your Sea-Monkeys also need enough oxygen in the water for them to breathe. As they are aquatic animals, Sea-Monkeys actually breath oxygen dissolved in the water – like fish – and so are dependant on you to make sure there is enough. They can't leave the tank to go somewhere else!

TIP

If you check a few Sea-Monkeys every now and then using the AquaLeash, you will be able to see how much oxygen they have in their blood stream. If this becomes too low it might be a good idea to add an oxygen-making object to the water – try growing some seaweed or adding Eddie the Bubble Machine to raise the oxygen levels again.

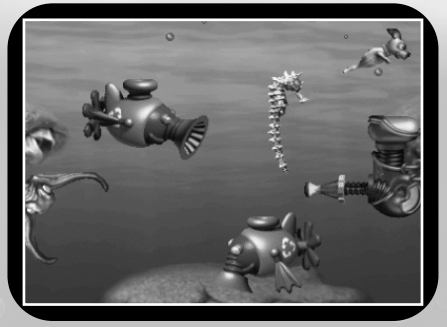
Sea-Monkeys also need to be kept warm. They do not need to live in very hot water but they may become lethargic if they get too cold, especially if they are not eating well. Your Sea-Monkeys will let you know if they are too cold by wrapping their arms around themselves and shivering. The best way to warm up your little friends is to add a volcano to the tank which will erupt occasionally, warming the water.



Living things do not just eat, they also need to get rid of what they have eaten, and your Sea-Monkeys are no exception. Luckily, being aquatic animals, you won't have to empty a litter tray every morning! Sea-Monkeys pass their waste directly into the water, where it dissolves and is invisible. However, as the concentration of waste in the water rises, it becomes at first unpleasant, and then unhealthy – your Sea-Monkeys will become stressed by high levels of waste in the water and will be more prone to catch diseases or even become infertile.

TIP

It is easy to check your friends by using the AquaLeash again – there is a 'waste' icon that monitors the level of waste in their blood. Of course, the lower the level the better, so maybe one of the first objects you add to the tank will be Pobble, the Water Purifier Droid, who swims around the tank removing waste from the water and making it safer for Sea-Monkeys to live in.



Your Sea-Monkeys have very few other requirements – maybe some company and some toys to play with, just like most pets. Just remember to use the AquaLeash occasionally to check the levels of oxygen and waste in their blood, feed them occasionally, make sure they are warm and give them some attention and they will live their lives perfectly happy with you and your tank.

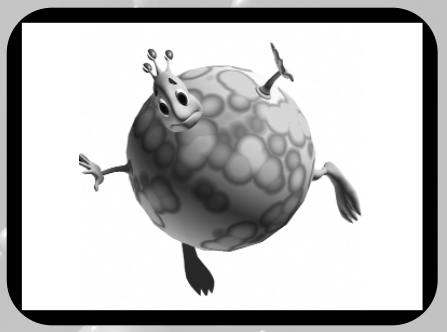
Tank conditions	Effect on Sea-Monkeys	Possible resolution
Too much oxygen	No bad effect – they love this!	Sit back and relax while your Sea-Monkeys play
Too little oxygen	Gasping, choking, stress and death!	Try adding a bubble machine or two or some seaweed
Too much waste	Disease, stress, lethargy and death	Introduce them to Pobble the Water Purifier Droid
Too little waste	No bad effect – they love this!	Sit and wait – this situation won't last for long!
Too cold	Shivering	Try heating the tank up with a volcano or two….
Too hot	Panting	Recycle your volcanoes!

4.5 TROUBLE AHEAD

Hopefully things will go swimmingly with your first few Sea-Monkeys, and your little friends will soon be zipping around a tank that is warm, well oxygenated, clean and full of interesting toys and fish for them to play with. In ideal conditions like this, surely nothing could possibly go wrong?

Unfortunately, Sea-Monkeys suffer not just from stress, but from a range of strange diseases as well. Stress is caused when the level of oxygen drops and makes them gasp for breath or when levels of waste dissolved in the water increase, polluting the tank. But the biggest cause of stress for Sea-Monkeys is catching a bacterial infection.

There are three possible diseases that your Sea-Monkeys can catch, each of which will have a different and possibly quite gruesome effect on the poor things. Left to their own devices, your Sea-Monkeys will usually be cured eventually by the passage of time, but while they are ill they also become stressed, which can in itself cause a variety of problems from infertility to early death! So even if you know that an infection will pass, it is still a good idea to try curing sick Sea-Monkeys – and that way the infection won't spread through the population either!



The easiest way to go about curing a sick Sea-Monkey is to pop it into the AquaLeash. Once in there you will be able to get a good look at it and work out what the symptoms are. Luckily, there are only a small number of diseases that your pet might be suffering from, so it should be quite easy to decide what is afflicting it. In the AquaLeash there are three coloured buttons that allow you to buy the cure needed for your Sea-Monkey. Once you have worked out which disease your Sea-Monkey is suffering from, you will be able to match this to a cure and click on that icon. The cure will be released into the bulb of the AquaLeash, instantly inoculating your friend and curing them completely. After giving them the once-over again to make sure they are otherwise all right, you can let them go to rejoin the tank!

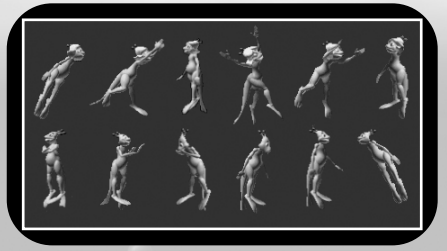
The cure injected not only kills all of the bacteria in the Sea-Monkey, but reduces the levels of stress that may have built up to give it time to recover fully and restore them to full health.

TIP
As an added health booster there are two extra packets you can use to ensure that the population in your tank remains free of disease and stress. If you look in the Sea-Monkey stuff shopping menu, you will find two packets of Plasma. When dropped into the water of your tank, Plasma 3 will reduce - and Plasma 1000 will completely remove - any trace of stress from your Sea-Monkeys, boosting their immune system and helping them to stay in tip-top condition!

4.6 TALKING TO YOUR SEA-MONKEY

As we have mentioned previously, Sea-Monkeys are Artificial Life organisms, and so lead their own lives on your computer. They make decisions about what they want to do and react to changing conditions even if you are not there to oversee anything. They are pretty much fully independent by the time they are adults.

So how do you relate to them? How do you make them do what you want to? How do you understand what they are trying to tell you? This is a perennial problem for all pet owners!



Sea-Monkeys live underwater, and so obviously can't speak to you directly. But they do have very expressive faces and use body language to let you know what is going on in the tank. You have already heard about some of their little expressions or actions (a cold Sea-Monkey will shiver, and a hungry one will rub its stomach) but there are many other subjects they might want to communicate to you. Keep an eye out for any Sea-Monkey that interrupts its leisurely swim around the tank to talk to you.

A Sea-Monkey's face is quite small (although perfectly formed, of course) but you should be able to see from their expression and body language if they are hungry, cold, suffocating, upset, happy, have a strange disease, or are singing or flirting with another Sea-Monkey. There are many other things they will be able to talk to you about as you begin to understand their language a bit better.

Although you can't pick up your Sea-Monkeys or push them around, you are able to let them know you care by giving them a quick tickle from time to time. Simply put the Hand over a Sea-Monkey and left-click – and then see what happens! Or if you are feeling mean then a right-click on a Sea-Monkey should make you feel much better (although your little friend certainly won't thank you!).

Even though you can tickle (or slap) your Sea-Monkeys, you still can't drag them across the tank to go collect pearls when you want them to. But don't forget, there are many ways to get a Sea-Monkey to do what you want it to – providing you have a bit of patience. Try using the glowing snails to attract their attention to clamshells full of credit, or use food to draw them closer to a particular spot. If you think of Sea-Monkeys as being a bit like a cross between a toddler and a cat – independent, stubborn and a bit bubble-headed – then you'll see that food can be a powerful tool in getting them where you want them!

4.7 WORK HARD, PLAY HARD

One reason that your Sea-Monkeys look quite happy is that they never have to leave the house and go out to work. The closest that they will ever get to a job is gently swimming around the tank looking for pearls to collect! So apart from having to do the odd bit of pearl gathering, what do your Sea-Monkeys do all day?

Although to start with your Sea-Monkeys will be happy to explore their new home and swim around it slowly, they will certainly be happier with a few toys to play with. For example, I bet you didn't know that Sea-Monkeys were excellent singers? Try adding a karaoke machine to the tank and find out what they sound like. To see how energetic a Sea-Monkey can be, throw them a water polo ball and watch them chase it around. Most of the machinery that can be added to the tank can be activated by your Sea-Monkeys whenever they want to play. They also have some friends amongst the fish available for you to buy – their special friend is the Dogfish!

Sea-Monkeys can interact with each other as well, and will often follow each other to new places in the tank to explore. They will also spend some time flirting with each other as they grow up, trying to find a suitable partner to settle down with.

4.8 INSIDE YOUR SEA-MONKEY

As an Artificial Life organism, your Sea-Monkeys have a complex genome coding for a virtual biochemistry, brain and behavior. This allows them to respond to changing conditions in the tank, make independent decisions and behave in a life-like and non-predictable way.

In the Amazing Virtual Sea-Monkeys, the aim of the game is to fill your tank with a healthy, glowing and happy population of Sea-Monkeys that breed, live a long and contented life and leave numerous descendants to survive them. The emphasis is on the population and ecology-management aspects of running a tank, rather than dealing with individuals – and because of this, the metabolism and general biochemistry of the Sea-Monkeys themselves is not immediately apparent to you, the player.

Each Sea-Monkey has a digital DNA genome that codes for their appearance, their brain, their instincts, chemical reactions and so on in the same way as your own DNA does. When a Sea-Monkey eats, the food is broken down by reaction to release energy. When a Sea-Monkey is ill, they have an immune system that boosts production of antibodies to fight off the illness. They respond to bad tank conditions by becoming stressed. Their internal biochemistry and the variation in their genome handles this and helps to make each Sea-Monkey an individual.

4.8.1 THE AQUALEASH

The AquaLeash is a diagnostic tool that can be used on individual Sea-Monkeys to check on their physical and mental well being. It will give you a summary of the condition of an individual Sea-Monkey – how much oxygen or dissolved waste is in their bloodstream for example, as well as letting you know whether the individual is suffering from a disease. The AquaLeash also has a health monitor that will give you a summary of how 'healthy' the Sea-Monkey is – a measure of how stressed it feels at the moment. If waste is low and oxygen high (so there is no apparent cause for stress) it may be that the individual is suffering from a disease – or recovering from one. Using the AquaLeash will help you keep in touch with each individual in your tank, allowing you to monitor their health, the conditions that they are experiencing in the tank - and even gives you the chance to give each of your Sea-Monkeys a name.

The AquaLeash is available in the game as a 'Hand mode'. To use it, you should go to the interface, click on the 'Hand' menu icon and then select the AquaLeash icon that becomes visible. Choose an individual to take a sneaky peek at and then left-click on the Sea-Monkey with the AquaLeash.

The AquaLeash looks quite complicated, but is very simple to use. Down the left-hand side of the bulb is a bar with a heart on the top of it – this is the health indicator and will give you an idea of how fit and healthy your Sea-Monkey is. Usually this is anywhere between full and half full, so you only really have to be concerned if the level falls lower than that. The main cause of sickness in Sea-Monkeys is one of three diseases they can catch (See Section 4.5 for more gruesome details).

If your Sea-Monkey does have a disease, then they will look miserable and listless while in the AquaLeash, so a sick Sea-Monkey is easy to spot. It is also quite easy to cure a Sea-Monkey providing you catch the disease early enough. At the bottom of the bulb there are three buttons, each of which represents a cure for a particular disease.

The AquaLeash has another indicator of health at the bottom of the bulb. You will see two more icons there – a 'biohazard' sign and a bubble.
These represent the levels of oxygen (bubbles) and waste products (biohazard) in the Sea-Monkey's blood and are a useful indicator of how well you have your Tank set up. The numbers represent values for each of the variables and the important thing to remember is that the waste value should be as low as possible, while the oxygen value should be as high as possible. This is the ideal to keep your friends healthy.

If there is a lot of waste and not much oxygen in the blood, then you may need to think about putting a few more plants or even a bubble machine into your tank to boost oxygen levels. You can also try adding Pobble, the Water Purifier Droid to the water so that waste levels go down.
You can make a periodic check on the state of your Sea-Monkeys using the AquaLeash to see how it works out.

Something that you might like to note down while you have a Sea-Monkey in your 'surgery' is their age. Eagle-eyed owners among you might have noticed that the swimming style of some Sea-Monkeys is different; this is an indication that some of the swimmers are older (or younger) than others as different ages prefer different strokes – a bit like dancing today! The AquaLeash will show you how old a Sea-Monkey is in Sea-Monkey years. The average life expectancy of a Sea-Monkey is 6 Sea-Monkey years, and they begin to start their own families at any age over 2 years.

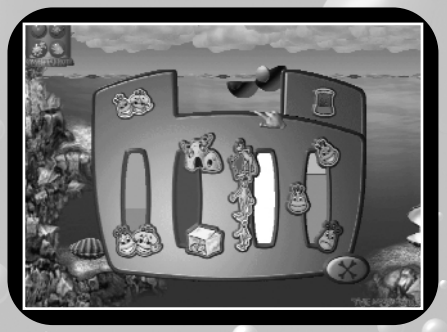
The last (and some might say the most important) thing you can do to your Sea-Monkey while they are held captive in the AquaLeash bulb is to give them a name. At the top of the bulb a small text box sits, waiting for you to type in a name for this Sea-Monkey. Of course, you don't have to name each individual Sea-Monkey – it might take you a while once the population begins to feel at home and breed! – but if you feel that each Sea-Monkey is an individual and would like to keep track of them all, then have a book of names handy!

Once you have finished checking your Sea-Monkey over, cured him if he needed it, checked his blood and even named him, you can let him go by simply clicking on the Exit button at the bottom of the bulb. He will be squeezed out of the AquaLeash to rejoin his friends in the tank with no harm done at all (we have been told that Sea-Monkeys quite like the experience in fact) and the Hand will return to normal. If you want to check out another Sea-Monkey, then all you have to do is go back to the Hand Mode menu and start there again.

4.8.2 THE POPULATION STATISTICS MACHINE

Obviously, having to check each individual Sea-Monkey in order to find out about tank conditions is not ideal (it would take forever for one thing!), and so there is another machine that can be used to get generalised information about the tank, conditions and the population itself. This is the Population Statistics Machine (PSM).

This machine is an object that can be bought through the Machinery shopping menu like any other, although it is likely to be the most expensive one you ever buy! By the time it becomes affordable, it is likely that you will have a population of many Sea-Monkeys, and so you will probably be grateful for summarised information rather than having to deal with individuals.



Tank details are displayed on a map that corresponds to the top, middle and bottom parts of each of the three open areas in the tank. A series of buttons below the map toggles coloured overlays on and off to show different information. Each overlay displays the concentration of a certain aspect of the tank conditions – levels of oxygen, waste and light, the water temperature and the population density – with the depth of colour of the overlay corresponding to the concentration of that particular item.

In addition to this, the PSM can display generalised information about the Sea-Monkeys that live in the tank. You can discover what percentage of your population is male or female, and what ages they all are. The PSM will also tell you what percentage are currently looking for a home in order to breed – a very useful piece of information!

But perhaps the most useful fact that can be gleaned from the machine is the percentages of happy, neutral or miserable Sea-Monkeys you have – a good starting point for spotting problems with the tank set-up. If your Sea-Monkeys are not happy, or the percentage of unhappy Sea-Monkeys is increasing, then there may well be a problem with increasing levels of waste or decreasing oxygen in the water for example. Once you know there is a problem, then further checks can be done on individual Sea-Monkeys using the AquaLeash or with the PSM to determine what is happening.

SUMMARY

After reading this chapter, you hopefully now have a tank full of little Sea-Monkeys, all growing up, finding a mate and settling down – hopefully without becoming ill in the process! But the tank may seem a little…empty. Where are the fish we promised you?

Well, read on to the next chapter to find out what exciting, colourful and even bizarre objects are available in the game and how to put them in your tank…

5. THE SEA-MONKEY SHOPPING EXPERIENCE!

Although it is possible to run your tanks with nothing but Sea-Monkeys in them – a situation their cousins, the real Amazing Sea-Monkeys usually find themselves in – there is a whole lot of fun to be had by the addition of toys, fish, machines and other strange objects to your tank. Not only will this keep you occupied but it will also delight your Sea-Monkeys and even – if you add the right objects – help to keep them healthy!

Objects fall into three broad categories in the Amazing Virtual Sea-Monkeys and each has its own particular behavior. Putting things into your tank doesn't just mean you have a pretty tank though (although they do help to brighten the place up a bit). It is what you put into the tank, where you put them, and how they interact with each other that provides a lot of the excitement and challenge of playing this game. In effect, you are creating a very simple ecosystem, where each object relies on the others in some way and the whole structure is dynamic, vibrant, interesting and most importantly – FUN!

This section looks at the objects you will be adding to your tank as well as taking a close look at the credit system in all its glory.

5.1 LIVING THINGS

This is the largest category of object in the game, and contains all the sorts of things you would think of as 'living'. Here you will find seaweed, fish, octopi, eels and sea horses to name just a few. All of these objects swim (or scuttle or grow or wave) around the tank under their own steam, living their own lives. The fish might be solitary and spend some time lurking at the bottom of the tank, or they might be found in large shoals, playing follow-my-leader in and out of the seaweed.

Some of them are dangerous either to Sea-Monkeys or to other living things in the tank. Some of them are Sea-Monkey friends and will happily play with your little aquatic friends. As for the plants, you may need several types of seaweed in your tank to make sure that all of your fish are happy, or might decide to be clever and choose to plant different weeds in your tank in order to change the condition of the water.

5.2 MACHINERY

Each object in this category has a more specific task or function than a living object does and usually has a specific effect on tank conditions – fortunately, mostly for the good of the Tank!

These objects are also largely autonomous – they keep on working even without you or your Sea-Monkeys having to interfere – although some may well be one-use (such as the Treasure Chest). Many of them alter the environment of the tank in subtle ways and you will add them to counteract problems that crop up such as low oxygen or unhappy Sea-Monkeys.

This category also includes a few items that the Sea-Monkeys regard as toys, and so adding a karaoke or water polo ball to the tank will help to keep the little scamps occupied for a while.

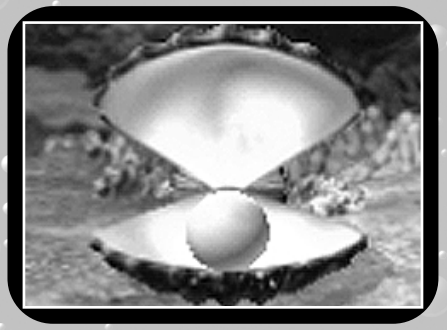
5.3 SEA-MONKEY STUFF

This final category of objects includes not just the packs of Sea-Monkey eggs that you will hatch your little friends from, but also everything you will need to keep them healthy and happy – such as food, medicine and houses for them to breed in.

5.4 THE AMAZING VIRTUAL CREDIT SYSTEM

Now, its a hard lesson to learn but not everything in life is free, and even in the virtual world of Sea-Monkeys this continues to be true. All of the amazing objects that you have just been introduced to have their price tag, and there will be times when you have to carefully juggle what you add to your tank to avoid becoming bankrupt in the process!

In order to buy an item, you need to have enough credit in your account. In order to get credit in your account, your Sea-Monkeys will have to do some work for you. Throughout the tank live large clams, sitting on ledges or lurking in the inhospitable depths – often in places where Sea-Monkeys are reluctant to go. These clams might look shut tight when the game starts, but they soon begin to creeeeak open in a haphazard way. If you manage to catch one while it's open, you might see a small (or if you are lucky, a large) pearl sitting inside the shell. These pearls represent credit – the larger the pearl, the more credit it is worth.



You – the Hand – cannot pick the pearls up at all, and so instead, your Sea-Monkeys have to pick them up for you. The pearls start out as small dots inside the clam, worth only a few credits. Over time the pearl grows larger and larger and correspondingly gains in credit value. However, at any time during this process the clamshell may snap shut again with no warning, so great care has to be used when taking a pearl out of a shell. Great patience might also be needed while waiting for a clam with a large pearl inside to open again! Your Sea-Monkeys will become especially attracted to pearls if the conditions of the tank become unhealthy for them, but they will pick up pearls at any time if they happen to see one.

Once a Sea-Monkey has picked a pearl, your account will be credited with its value.

So how do you make sure that no clam is left unturned? Well, of course you could try to attract the attention of your little friends by putting food or a toy next to a clam and hoping that on their way to eat or play they remember to stop and pick the pearl up first! This method does work quite well, but can be a bit hit or miss, depending on your Sea-Monkeys' appetite or boredom levels. To be sure that you have maximised your chances of earning credit, you need to start thinking 'snails'....

When you open up your first tank you might notice three little snails – dull and quite inconspicuous – slowly ambling from side to side at the bottom of the tank. Look after these snails. Adore them. And most importantly – use them! These snails are your tool for encouraging Sea-Monkeys to gather credit for you, and there are three of them scattered around every tank.

When you see a clamshell that has a pearl inside it, quite often the shell has closed again by the time you manage to attract a Sea-Monkey close enough to have a look. Frustrating isn't it? Well, next time you spot a full clamshell, pick up one of these little snails, drop it on or next to the clam and then click on it again – it will begin to glow and flash, while also holding the clamshell open with its own shell. This light attracts Sea-Monkeys over to investigate and reminds them that they have a job to do. If a Sea-Monkey can see a glowing snail, they will come to collect the pearl. However, it is a race against time; the snails get bored after a little while, poke their heads back out of their shell and begin to wander off – so if the pearl hasn't yet been collected you may need to chase a snail around the tank to put it back in place on that clam!

So if you need to collect a lot of credit in a hurry (to buy the Population Statistics Machine for example, or just to add a few more fish to your tank), remember to use those snails!

5.5 IN-GAME HELP

There are over 40 objects available for 'sale' through the three shopping menus. The qualities or functions of most of them are obvious but it is worth remembering that even the fish have slightly different behaviours and preferences for tank conditions, and they all interact in different ways with each other. The machines perform different functions, and have a range of effects on the conditions in the tank.

Each of the objects has a short description available that may give you some idea of the good and/or bad points of any plant, animal, machine or toy that you can buy. Once you open any of the shopping menus, another icon will appear (with a Hand and question mark on it). If you click on this, and then on any object icon then the short description of that object will appear on the screen. Once you have read it, clicking the cross at the bottom right corner will close the window.

These descriptions are mini-advertisements for the objects, and will certainly supply you with the facts you need. However, as with most advertisements, they are there to provide a guide, sell an object and grab your attention and so should be taken lightly. We cannot be responsible for any disappointment caused when you add that object to your tank!

TIP
If the worst happens, and you add something that you really don't like, then remember you can always remove it again and recover some credit back from it. Use the recycling Hand mode to remove objects from your tank.

5.6 SHOPPING!

To purchase an object, go to the main interface and open one of the three shopping menus (Living things, Machinery or Sea-Monkey stuff). The menu will open and bubbles representing the items for sale will appear across the top of the screen. Any objects that you cannot afford will look gray and faded. The giant pearl in the interface displays your current credit.

TIP
Remember, in order to help you even further, you can hold your 'Hand' over an icon – even if it is grayed out – and a brief ToolTip pops up to give you the name of the object as well as its cost in credits to help you plan your shopping spree!

When you buy an object, left-click on the bubble that represents it. The cost of the object is automatically deducted from your account, and the object itself appears in your Hand, ready to be put straight into the tank. You can move around the tank with the object in your Hand, looking for the perfect place to put it, and then right-click to drop the object into the tank.

5.7 DEPRECIATION, REFUNDS AND OBJECT LIFESPAN

In Sea-Monkeys, getting refunds can be a very useful part of running your tank finances as well as making sure that your Sea-Monkeys welcome everything in the tank.

Objects can be removed from the tank during the game if you don't like them or your Sea-Monkeys object to them! For example, if you add seaweed, but it grows faster than it is eaten, you might end up with an overgrown tank. Or maybe you made a mistake and added a lot of jellyfish just as some baby Sea-Monkeys were hatching, and now have to get rid of them before they eat all of your new friends. As all objects cost you credits to buy, it makes sense that you would get some of that money back if you return the object to the 'Shop'. However, all objects have a finite lifespan and begin to very slowly decay as soon as they are bought (financial types call this depreciation). Taking this into account, an object is worth less the longer you have it, so the age of the object affects the amount of refunded credit you will receive.

Objects have different rates of depreciation, but if an object is returned within a short time of being added to the tank, a full refund is given. After that, the value goes down over time until the point when the object is essentially worthless (even if at this point it still works perfectly, it has no refund value).

SUMMARY

You should now have an idea about the what and how of objects and have a tank full of lively fishes and plants. There should also be a few Sea-Monkeys in there as well! And so we have really achieved our aim and you are now qualified to go out there and discover more about the game on your own. Good luck – and enjoy yourself!

6. SCREENSAVER MODE

PLEASE HAVE THE CD IN THE DRIVE IF YOU WISH TO USE THE SCREENSAVER MODE

Now, just in case you ever have to use your PC for something other than playing with Sea-Monkeys, a screensaver is included in the installation of the game so you can see even more of them! During installation of the game, you will be asked whether you want to install the screensaver, so you have the choice of admitting your marine obsession or not!

The screensaver displays a small section of the main tank that comes complete with a few baby Sea-Monkeys swimming around it. As you watch they will grow and become larger for easier viewing. Objects are magically and mysteriously added to the tank for these most virtual of Sea-Monkeys to play with, and all you have to do is sit back and put your feet up – and watch your screensaver!

Any movement of the mouse or pressing a key on your keyboard will stop the screensaver from running and your display will return to normal. As this tank is not run using your normal everyday Sea-Monkeys, your cherished friends will not be affected by anything that happens to the screensaver family.

In order to activate the screensaver and set it as your default choice, all you have to do is right-click on the desktop and choose to look at the 'Properties' box. In here there is a tab called 'screensavers'. Click on this to display the list of screensavers you currently have installed – hopefully this will include the Sea-Monkey screensaver installed with the game!

Once you have selected the Sea-Monkey screensaver from this drop-down list, click on 'Apply' and then close the dialogue box. Once you have done this, your monitor will display the screensaver every time you leave your PC for longer than the time set in the 'Wait' box above.

APPENDICES

APPENDIX I - A BRIEF HISTORY OF THE RISE AND RISE OF SEA-MONKEYS.

Sea-Monkeys first hit the unsuspecting public in 1960, and have rarely been out of the shops since then. Harold von Braunhut, the Inventor of Sea-Monkeys, saw the possibilities inherent in giving children an insight into the oddities and mystery of the natural world and in 1957, took the cysts (eggs in suspended animation) of the brine shrimp Artemia salina as his starting point. After several years of research, a stable and fast-growing breed of brine shrimp (Artemia nyos) had been produced and was ready to be launched.

The first kits were sold in the States in 1960 by Honey Toy Industries for 49 cents. Sales were slow at first – until another marketing brainwave saw the advertisements for Instant Life kits appear in most of the popular comics of the day. What child, reading stories of aliens, monsters and superheroes in a comic, could fail to be intrigued by the thought of bringing these bizarre creatures to life in their own home? And so the legend began.

Packets of Instant Life were initially sold only through the post, but in the late 1960's, Honey Toy Industries changed its name to the Transcience Corporation, and began to sell kits directly through shops. At this time, the advertising campaign began to feature the 'Sea-Monkey family' as top billing, drawing people in with pictures of happy adults and cheeky children as the main attractions. Many people have been responsible for illustrating the packets of Instant Life and other accessories over the years, but during the 1970's the family themselves achieved enduring cult status in their own right, under the careful hand and eye of Joe Orlando. Since then, their popularity has kept on increasing with many special tanks being sold, trips into space with the Space Shuttle and even a TV show based on their mythical life made during the early 1990's.

Despite the discrepancy between the pink humanoid shrimps on the front of the box and the reality of the tiny crustaceans that hatch in your tank, Sea-Monkeys have been hugely popular for over 40 years. This game is dedicated to the millions of children who have always wanted to meet the brine shrimp equivalent of the First Family – Welcome to the Amazing Virtual Sea-Monkeys!

APPENDIX II - SEA-MONKEY AGENTS

Strange Machinery on the Seabed

Name: Bubble machine

Function: Adds oxygen to the local area of the tank by producing a steady, continuous stream of bubbles.

Instructions: Add to the tank to keep oxygen at a comfortable level. Can be picked up and moved around by the Hand .

Cost in credits: 10

Name: Treasure chest

Function: A surprise for Sea-Monkeys! Once the chest is opened, a mystery gift pops out and into the Hand while the chest slowly dissolves.

Instructions: Add to the tank whenever you feel like it (and can afford it!).

Cost in credits: 20

Name: Galleon

Function: Similar to the sunken ships found in many aquariums, although this version is not so restful! The cannon on deck can be fired, the ship creaks and groans in the spooky wind and the ghosts of pirates past wail and scream at swimmers-by..

Instructions: Add to tank wherever there is room. To fire cannon (at Sea-Monkeys or fish for example) simply click on the cannon mouth. Ghost appearance is random.

Cost in credits: 20

Name: Air shower

Function: Produces a stream of bubbles to help your Sea-Monkeys get clean. It also adds oxygen to the tank, helping to relive lethargy.

Instructions: Drop into the tank and let it settle to the floor. Your Sea-Monkeys will use it when they want to, or you can activate the shower with the Hand as well.

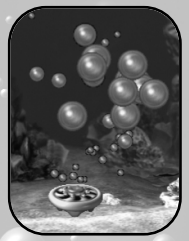
Cost in credits: 20

Name: Eddie bubble machine

Function: Produces a tornado of bubbles when activated and adds oxygen to the local tank area.

Instructions: Drop into the tank and allow to settle to the floor, or position on a ledge. Sea-Monkeys will activate this when they feel a bit breathless, or it can also be activated by the Hand – click on the centre of the bubble machine to activate it.

Cost in credits: 20



Name: Volcano

Function: Adds heat to the local area of the tank by erupting randomly or when clicked. Hot lava flies out of the volcano and lands on the tank floor before slowly dissolving away.

Instructions: Add to tank wherever heat is needed. If heat is needed immediately, simply click on the volcano to make it explode. Volcano will also erupt randomly once added to tank.

Cost in credits: 10

Name: Magic castle

Function: Provides an up-market housing opportunity for Sea-Monkeys! The castle performs the same function as ordinary houses – providing a home for breeding Sea-Monkeys and a place to hatch their eggs.

Instructions: As the castle is so large, there is an already defined place for it in the tank. All you have to do is buy the castle, and it will position itself in the tank. Once Sea-Monkeys start to move in, a flag will appear for every five in residence!

Cost in credits: 100

Name: Karaoke

Function: Relieves boredom in Sea-Monkeys – and entertains the audience! Sea-Monkeys will use this object on their own when they are feeling bored.

Instructions: Simply add to the tank and sit back!

Cost in credits: 20

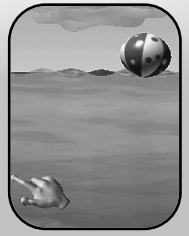
Name: Juke box

Function: Another source of music for the marine-minded. This jukebox plays several tunes when activated (the tunes are derived from the Creatures Village range of games). Lights flash as well! Reduces boredom in Sea-Monkeys.

Instructions: Drop into the tank where it will settle. To activate, click on one of the four buttons on the front of the jukebox and music will play. To change the track, click on another button. To stop the music, click on the button again.

Cost in credits: 20

Name: Water polo ball



Function: This toy is activatable by the Hand, Sea-Monkeys and the Dogfish, and helps to keep all three amused!

Instructions: Drop into the tank. The ball will float up to the surface of the water, ready to be played with. Even the Hand can have a go – click on the ball and see how far you can bounce it!

Cost in credits: 10

Name: Pobble the water purifier droid

Function: Removes dissolved waste form the tank, leaving it cleaner and more pleasant (and healthier) for Sea-Monkeys to live in.

Instructions: Simply drop into the tank. Pobble will bumble around the tank quite happily on his own.

Cost in credits: 10

Name: Auto-feeder

Function: Take the strain out of looking after your Sea-Monkeys by letting them feed themselves. This machine holds food in its hopper that is automatically released when a hungry Sea-Monkey approaches it. can be used to hold Growth Food, Plasma 3 or Plasma 1000.

Instructions: Buy the feeder and hold it near to a wall in the tank. When you let go, it will automatically move to the wall and attach itself firmly to it. When first purchased, the feeder will be full of food, but of course this will be dispensed over time leaving the feeder empty. The gauge on the side will show you roughly how much food is left in each feeder, and the feeder will snap its lid up and down when it needs to be 'fed' itself. To refill a feeder, just buy a packet of food or either plasma and hold it over the feeder. When the lid starts to snap again, let go of the packet and the feeder will swallow the whole thing! Each feeder holds 3 packets of food or plasma.

Cost in credits: 30

Name: Population statistics machine

Function: This amazing machine provides you with general information about the tank itself and your population of Sea-Monkeys. It monitors all of the environmental variables that Sea-Monkeys can be affected by as well as keeping an eye on how healthy and happy they all are. A real must-have.

Instructions: Add to the tank. The PSM (can be picked up and moved) presents itself as a small bauble floating at the surface in the first part of the tank. Click on this ball to open it and you will be presented with the full machine. One 'page' of the information is centred on a large map of the tank and on here coloured overlays will show you concentrations of the environmental conditions – the temperature, oxygen levels, light and waste levels as well as an indication of population density. The brighter the overlay, the higher the concentration of that metric. The other page deals with population statistics, and shows several metrics such as sex ratio (male to female), age profile of the population (young, adult, old), how many Sea-Monkeys need a home before breeding and perhaps most importantly – how happy your population is. This machine complements the AquaLeash, and really helps to take the effort out of caring for your Sea-Monkeys. To exit the PSM, just click on the cross.

Cost in credits: 50

Mysterious Organisms of the Deep

Name: Electric eels

Function: Swims around the tank as the other fish do. However, whenever a Sea-Monkey gets too close, they may get a shock as the sparks fly.

Instructions: Buy and add to the tank! Although the effects of playing with an electric eel are not dramatically harmful, it may be a good idea to keep the eel away from baby Sea-Monkeys.

Cost in credits: 20

Name: Puffer fish

Function: Swims around the tank with the other fish. However, when approached by a Sea-Monkey – or indeed, whenever it feels a bit crowded or frightened – the puffer fish draws in a deep breath and swells up. When it eventually releases the air, it zooms around the tank like a mad thing.

Instructions: Just add to the tank. The puffer fish will swell up whenever it feels threatened but can also be activated by Sea-Monkeys playing with it or the Hand.

Cost in credits: 25

Name: Jelly fish

Function: Wibbly wobbly and definitely not raspberry flavoured, we've yet to work out what these mesmerising creatures do!

Instructions: Just add to the tank and watch it swim away.

Cost in credits: 20

Name: Sea horse

Function: This frisky little fish is fond of Sea-Monkeys – to play with rather than eat! He seems to be a bit ticklish and will prance around if they activate him.

Instructions: Add to the tank and let go! Sea Horse can be activated by Sea-Monkeys and the Hand, whereupon he will do a bucking animation and whinny loudly!

Cost in credits: 20

Name: Crab

Function: Slightly shy, slight aggressive inhabitant of the tank. He scuttles sideways across the bottom of the tank, occasionally stopping to hide inside his shell or snip snap at approaching danger.

Instructions: Add to the tank and let him settle to the bottom.

Cost in credits: 20

Name: Angler fish

Function: This fish is a predator of great cunning and skill. He uses his light lure to entice fish nearer to him before swallowing them whole. Helps to keep fish population from getting out of hand. He will only eat the smaller, low-value fish so shouldn't bankrupt you!

Instructions: Add to tank. Angler fish will actively hunt other fishes, but can also be activated by the Hand if you feel really mean….

Cost in credits: 30

Name: Manta ray

Function: Swims and swoops his way across the tank and then back again.

Instructions: Simply add to the tank and let him go.

Cost in credits: 20

Name: Dog fish

Function: This little fish-dog hybrid is the Sea-Monkeys' best friend. He follows them around the tank, chases the water polo ball, barks and whines with excitement and even gets territorial with other Dogfish! But most of all, he loves the Sea-Monkeys.

Instructions: Add to tank. If you hold the Hand over him while he is resting on the floor of the tank, then he will begin to whine with excitement. Try attracting him to the water polo ball to see him rushing about! Add several Dogfish and watch them sizing each other up…

Cost in credits: 25

Name: Dull seaweed

Function: Adds oxygen and removes waste products from the local area of the tank, helping to keep it nice and clean. Also provides a hiding place for small Sea-Monkeys and fish.

Instructions: Seaweed will only grow on the floor of the tank or on ledges (except those too close to the surface). Once planted, they cannot be moved, so make sure you have the 'right spot' before dropping them into the tank.

Cost in credits: 3

Name: Magic seaweed

Function: Adds oxygen and removes waste products from the local area of the tank and is twice as efficient as Dull seaweed helping to keep it nice and clean. Also provides a hiding place for small Sea-Monkeys and fish.

Instructions: Grows on the floor of the tank or on the ledges and cannot be moved once it has rooted. Hold the seaweed over the place you would like it to grow before gently releasing it and letting it settle.

Cost in credits: 6

Name: Octopus

Function: This guy is a real character. He loves chatting to Sea-Monkeys – when he feels like it – and he loves sleeping just as much! He is there to keep a watchful eye on his little friends – he talks to them when they look down, and defends them against danger when he spots it.

Instructions: Add to the tank. Octopus sleeps, fights and chats depending on his internal drives, so needs no activation. He will chat to Sea-Monkeys and fight 'bad fish' when he feels like it - and then he'll probably have a snooze….

Cost in credits: 50

Name: Carnivorous plant

Function: An unusual plant that can make a meal of anything that swims past it. it can be used to help keep fish populations under control or just to add a bit of danger to your tank!

Instructions: Add to the tank by holding it near to a wall and letting go. The plant will find a suitable spot on the wall and attach itself there. Over time, the plant springs forwards with its huge petal-mouth open and starts to suck in anything that is swimming past. If it is lucky,

it swallows a fish and then retires to the wall to digest it. The plants are fully independent, but can also be activated by the Hand – try catching cannonballs or deflating puffer fish with a carnivorous plant!

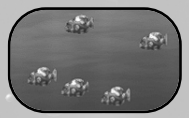
Cost in credits: 30

Name: Sweet fish

Function: Swims around the tank. Occasionally gets eaten by the Angler fish and the Carnivorous plants….

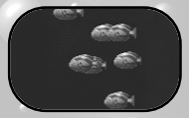
Instructions: Just drop one fish into the tank and watch while it suddenly multiplies into a mini-school of fish.

Cost in credits: 10



Name: Yellow-tailed surgeon fish

Cost in credits: 10



Name: Surgeon fish

Cost in credits: 10

Name: Spotted puffer fish

Cost in credits: 10

Name: Pygmy fish

Cost in credits: 10

Name: Gold fish

Cost in credits: 10

Name: Clown fish

Cost in credits: 10

Name: Butterfly fish

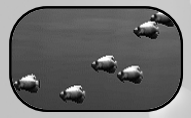
Cost in credits: 10

Name: Askuse fish

Cost in credits: 10

Name: Angel fish

Cost in credits: 10



Name: Anemone fish

Cost in credits: 10

It's Life Jim, But Not as We Know It...

Name: Instant Life

Function: This is the magic dust from which your first Sea-Monkeys will hatch. Stored in suspended animation, they wait only for you to add them to the tank to spring alive again..

Instructions: This is your first addition to the tank! Simply add to the water and allow to settle to the floor or ledges. After a short pause, your first three Sea-Monkeys will hatch. The first packet of Instant Life is free for you to add to the tank, but after that you will have to pay to add more eggs (after all, your Sea-Monkeys should be breeding soon). However, if your tank ever become completely empty of Sea-Monkeys due to a disaster or neglect, then another packet will be given to you free of charge.

Cost in credits: 50

Name: Growth Food

Function: Eaten by Sea-Monkeys to reduce hunger and provide energy.

Instructions: Add to the tank; the food will bob up and down in that spot (so can be used as a Sea-Monkey attractor..). Can also be added to Autofeeders.

Cost in credits: 5

Name: Plasma 3

Function: Eaten by Sea-Monkeys to reduce their hunger and give a slight boost to their immune system.

Instructions: Add to the tank in the same way as food, or use it to refill an empty Autofeeder.

Cost in credits: 5

Name: Plasma 1000

Function: A welcome quick pick-me-up for Sea-Monkeys. Reduces stress caused by bad tank conditions or disease and strengthens the immune system in one go.

Instructions: Add to the tank in the same way as food, or use it to refill an empty Autofeeder.

Cost in credits: 10

Name: Houses

Function: Act as homes for Sea-Monkeys where they go to breed and hatch children. breeding cannot take place without a house in the tank.

Instructions: Can be sited on the floor or ledges of the tank. Each house can hold up to 6 adult Sea-Monkeys and will grow to accommodate them. Houses that are not used will decay and vanish over time.

Cost in credits: 20

Name: Sea diamonds

Function: Act as a toy for Sea-Monkeys, reducing boredom.

Instructions: Simply add to the tank, where they will float up and down. Sea-Monkeys will investigate them; any contact will make the diamonds fizzle.

Cost in credits: 10

APPENDIX III - TROUBLESHOOTING AND SUPPORT

This section is here to help you through any problems you might have while playing Sea-Monkeys. The Sea-Monkeys themselves are Artificial Life constructs and so don't always behave the way you might expect them to! However, there may be other aspects of the game that you are having problems with, so take a look through the list and see if the answer is here.

I can't see all of the tank – what has gone wrong?

A-ha! I bet you have just opened Sea-Monkeys - but haven't hatched any of the little critters yet? I'm afraid you will not be able to scroll around the tank until your first Sea-Monkeys are hatched and exploring, so get yourself a packet of Instant Life now!

How do I add objects?

This is covered in Chapter 5.6 of this manual. To put it simply you need to have some Sea-Monkeys hatched and out in the tank earning you credits by collecting pearls. Once you have accumulated some credit, open one of the shopping menus in the main interface and choose an item to buy! If it is brightly coloured, you can afford it, so click on the icon with your mouse button and it will appear in your Hand – right-click to drop it into the tank.

I need to buy a bubble machine, but I have no credit – what do I do?

Well, firstly make sure you have hatched plenty of Sea-Monkeys; only Sea-Monkeys can collect the pearls that mean credits for you to spend!

If you have Sea-Monkeys in your tank and they are swimming around happily, then you need to attract them to the clams that hold the pearls. These are found in all three areas of the tank, so you need to make sure that each area appeals to your friends by making the water healthy for them – try adding bubble machines and volcanoes to those areas. If you have absolutely no credit, then there are still plenty of clams in the first area of the tank (where conditions are usually better) to collect pearls from.

The best way to remind them to do their job is to use the Glowing Snails. You will find three of these little beasts at the bottom of the tank if you look carefully. Pick one up (it will retreat into its shell) and then drop it on a clam that you think has a pearl in it. If you click on the snail again it will start to glow and flash. Any Sea-Monkey that sees this will be attracted to the glow and come over to investigate. As they do, they will also collect the pearl! But will they manage to do this before the snail creeps out of its shell and crawls away again….?

You could also try attracting them to the clams by putting food next to them – when a hungry Sea-Monkey comes over to have a snack, they will often collect a pearl as well. This also works if you use toys to attract their attention – but of course, you'll need some credit to take this option.

How do I get a refund on this machine I added?

If you decide to get rid of an object, just go to the main interface and click on the Hand menu icon. There are two extra Hands you can use – the AquaLeash and the Recycle Hand. Click on the Recycle Hand (with the green triangle behind it) and then click on the item you don't want any more. The object will disappear, and you will have a proportion of the credit you spend on it refunded. But be warned – there are a few objects that cannot be refunded.

I added a fish that I don't like. Can I get rid of it?

You can certainly try! Follow the instructions given above to get a refund – go to the main interface, open the Hand menu and click on the Recycling Hand. Click on the offending fish and you should get a refund and get rid of the fish at the same time. But be warned – there are some things that you add to the tank that cannot be removed.

How do I get my Sea-Monkeys to pick up the pearls?

This has been covered in a previous question and boils down to making sure the tank is healthy (so your Sea-Monkeys visit as much of it as possible and collect all the pearls), putting food or toys near to clams to attract their attention, or using the amazing Glowing Snails to draw those curious Sea-Monkeys closer… But remember – your Sea-Monkeys do have a mind of their own, so there might be a few occasions when all of these methods fail while a particular Sea-Monkey goes off and does something else instead. Just keep hold of your patience and keep trying!

My Sea-Monkeys won't breed – what can I do?

There are three things you can check up on to make sure there is no problem. Firstly, Sea-Monkeys have to be the right age before they begin breeding, so pop him or her into the AquaLeash and make sure they are aged 2 or over. If they are younger than 2 Sea-Monkey years old, you will have to wait a bit longer before they begin to think about a family of their own!

Has your Sea-Monkey been ill recently? Stress (caused by low oxygen, high waste

or disease) can play havoc with a Sea-Monkey's metabolism, so while you have them in the AquaLeash, just make sure they are healthy (the bar on the left of the AquaLeash will indicate how healthy they are). If they are a bit run-down you could try to inject them with a cure from the AquaLeash to perk them up and clear out their system, or add some Plasma 1000 to the tank – this really helps them feel better. If conditions in the tank are a bit unhealthy, try adding a bubble machine or two to help, or even Pobble to clean the water.

Apart from being old enough and healthy enough to breed, Sea-Monkeys also need a bit of security and privacy – in fact they will only breed if they have a house to move into. So make sure there are a few houses placed around the tank for future Mums and Dads to move into. You can buy these from the 'Sea-Monkey stuff' menu.

Finally, if even after all this a particular Sea-Monkey will not breed, then it may just be that he or she doesn't want to – remember, your little friends have a mind of their own and don't always do what they are told!

Help! One of my Sea-Monkeys has swollen up and gone yellow!

Ah-ha! Well, it sounds like it is time to put on your white coat and start playing Doctor! Your Sea-Monkey has caught one of the dread diseases that occasionally break out in the tank despite efforts to keep them healthy. Go to the main interface and open the Hand mode menu, then select the AquaLeash. Your poorly Sea-Monkey won't have gone far, so go back to them and click on them to get them into the AquaLeash. You will then see three round buttons on the right-hand side of the AquaLeash – these are cures for the diseases that Sea-Monkeys can catch. Experiment to see which one will cure your friend, and then when they have recovered you can let them out of the AquaLeash to carry on with having some fun!

It is a good idea to cure diseases quickly once you have spotted them – or you could end up with an epidemic in your tank!

One of my favourite Sea-Monkeys has died – why?

There are three causes of death in Sea-Monkeys – old age, disease and stress. If your tank is cold, dirty or low in oxygen then your Sea-Monkeys become increasingly unhappy and stressed and this can shorten their lifespan or leave them more prone to catching a disease. Being ill in itself it also a stressful experience and may prematurely age your poor little friends. You can prevent this type of early death by feeding them regularly, keeping the water clean and warm , adding plenty of bubble machines to keep the oxygen level in the water high – and giving them a regular check up individually with the AquaLeash or by using the Population Statistics Machine to keep an eye on the health of the entire population.

However, if you have been taking care of your Sea-Monkeys and yet one of them still died, then it is more likely that he or she had just reached the end of their lifespan. Sea-Monkeys generally live for between 4 and 7 hours (which is 6 –7 Sea-Monkey years) and become a bit slower and more doddery as they approach the end of their life. It is sadly a fact of life that nothing lives forever and eventually your little friend will just go to sleep on the bottom of the tank and gradually fade away. Hopefully you both enjoyed your time together and they have left you with plenty of their children to get to know instead.

How do I keep my Sea-Monkeys healthy?

Sea-Monkeys have very few needs in life, so they are easy to look after and will certainly let you know if there is something wrong!

You will need to make sure that all three areas of the tank have water that is low in waste products and high in oxygen. It will also need to be warm. You can achieve this by careful addition of the right objects into your tank – take a look at the 'machinery' menu to see what you can buy.

If the water quality is good then your Sea-Monkeys will generally be healthy and happy. However, even then they can still suffer from diseases that strike without notice, so keep an eye out for any Sea-Monkey that looks sick. You can easily cure them using the AquaLeash – and this will help to prevent an epidemic sweeping through your tank.

Stress is a big problem for Sea-Monkeys and is caused by dirty or cold water or water low in oxygen – and disease. You can check to see how stressed your Sea-Monkeys are by popping them back into the AquaLeash and looking at the left-hand side at the Health monitor. You can reduce stress by adding Plasma 1000 to the water for them to eat.

The only other requirements that Sea-Monkeys have are for food (look in the Sea-Monkey stuff menu) and a few toys to play with – after all, a bored Sea-Monkey is an unhappy Sea-Monkey! Food is very important – especially for young Sea-Monkeys – as they use a lot of energy when growing. Follow these simple rules and you should keep your tankful of shrimp in a perfect Paradise.

How often do I feed my Sea-Monkey?

There are no hard and fast rules for feeding your Sea-Monkeys, so your best bet is to experiment a bit. Try sprinkling some food into the water and see how quickly your friends polish it all off. Try adding some more and see if they eat it. If they leave it, they have probably had enough food for now and so the food will remain in the water until they feel hungry again. If they wolf all of the food down again, try adding even more! Don't forget to add some Plasma 3 or Plasma 1000 occasionally as well as this helps to reduce stress when eaten.

If you do not have time to keep dropping food into your tank, there are feeders available in the 'Machinery' menu that your Sea-Monkeys will soon learn to get their own food from, leaving you free to watch them cavorting elsewhere!

If your problem has not been covered in this section, don't despair! There are other avenues of help open to you.

- Firstly, try reading the FAQs on our website at www.justplaynow.com If someone else has had the same problem, then there will be information on the website to help you.
- If you have read the FAQ document and your question is still not answered, then you can contact our Customer Support department either by e-mail, fax, phone or snail mail:

Customer Services Department
Sold Out Software
122 Southwark Street
London
SE1 0SW
United Kingdom

Telephone: +44 (0)20 7928 9655 Please note that we can only provide support in English and during office hours 10am - 1pm and 2pm - 5pm GMT Monday to Friday.

Fax: +44 (0)20 7261 0540

Email: webmaster@sold-out.co.uk

- When you contact the Customer Support department, they will need to get a few details from you about your computer and the problem before they can work out what has happened. Please be patient – they really are trying to help you! To save time, try to have details of your computer (processor speed and type, amount of RAM, video and sound card makes, operating system and version) to hand. You may be asked to send in screenshots or the error log that the game generates when it encounters problems – but don't worry; someone will talk you through this process.

Direct X Disclaimer

The Amazing Virtual Sea-Monkeys utilises Microsoft's DirectX (version 8) sound and video drivers. DirectX is a programming tool created by Microsoft, and the installation of DirectX may cause video problems and system anomalies with computers using video drivers that aren't DirectX compliant. DirectX is a Microsoft product, and as such, Just Play or Creature Labs cannot be held responsible for changes that might occur to your computer system due to its installation. For DirectX related problems that cannot be fixed by updating to your video or sound card's latest Windows driver set, you must contact either Microsoft or the manufacturer of your video card for further technical support or service.

Microsoft retains all intellectual property rights to DirectX. The user has been granted a limited license to use DirectX with Microsoft operating system products.

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The official Sea-Monkey web site is at: www.sea-monkeys.com